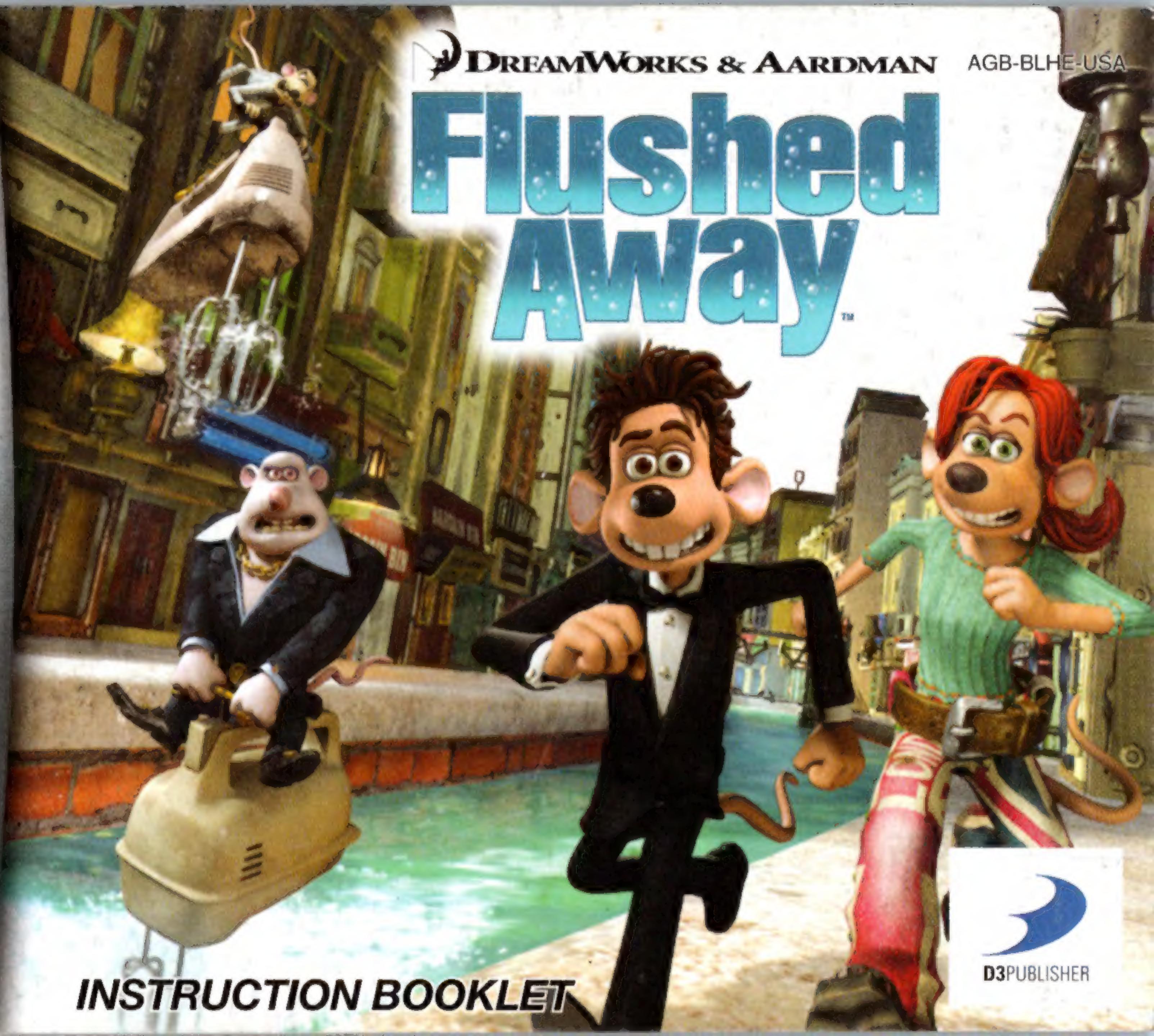


**UNIVERSAL
GAME BOY ADVANCE**

DREAMWORKS & AARDMAN
Flushed Away.

AGB-BLHE-USA



INSTRUCTION BOOKLET

D3PUBLISHER

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

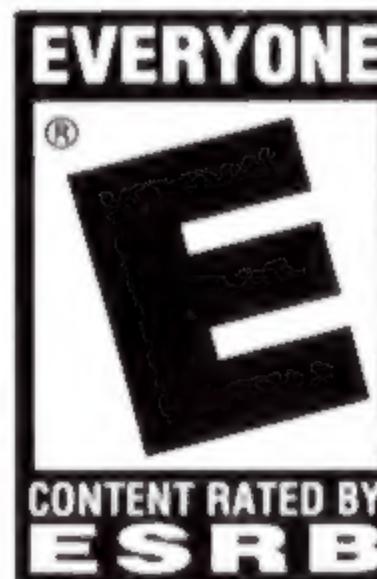
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.



Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

LICENSED BY



The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Table of Contents

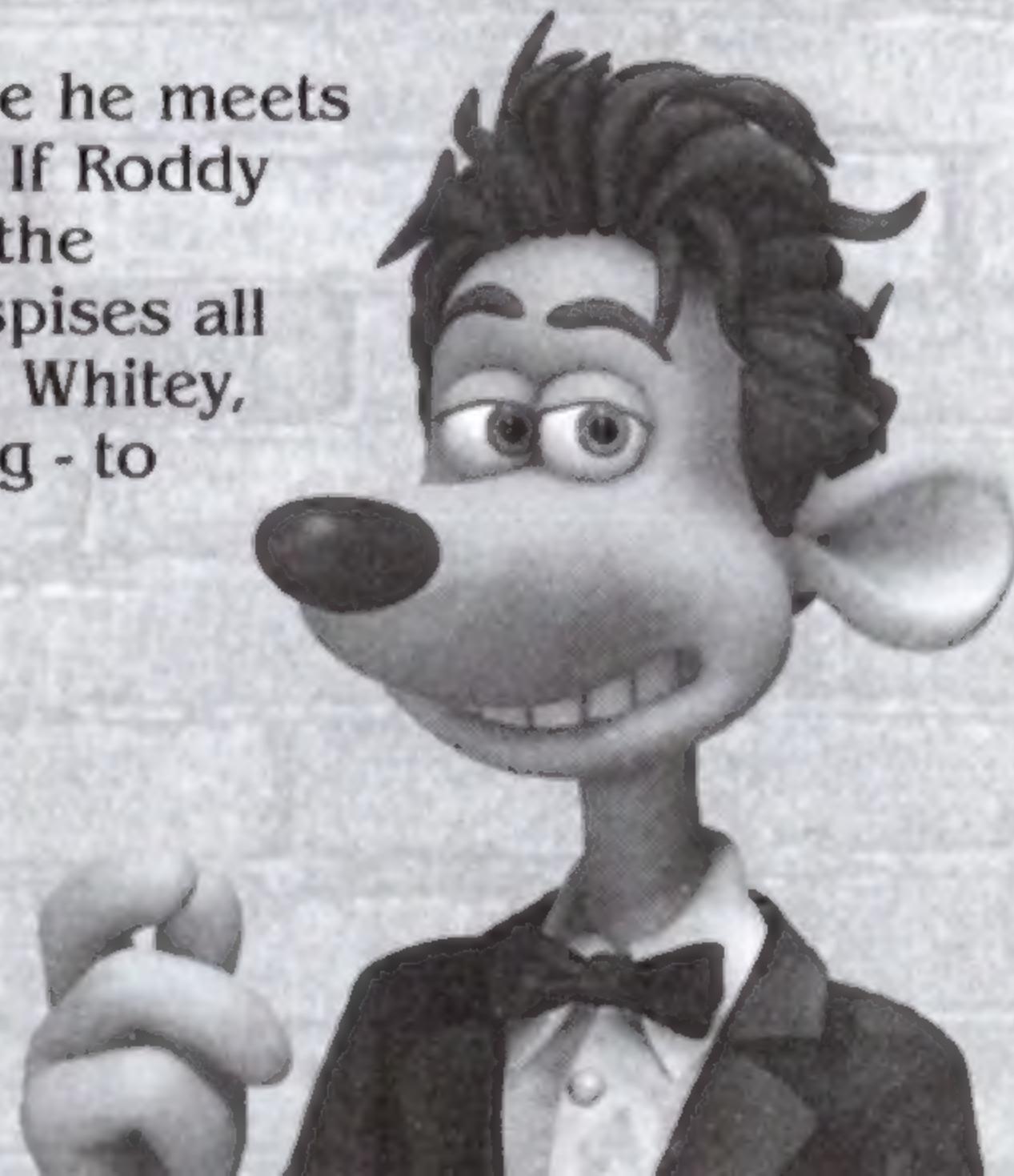
The Story	2
Setup	3
Getting Started	4-5
Game Controls	6-7
Character Specific Moves.....	8
Gameplay Introduction	9-11
Gameplay Items	12
Characters	13-14
Enemies	15-19
Credits	20
Customer Support.....	21
Limited Warranty.....	22-23

The Story

SOMEONE'S GOING DOWN

Roddy St. James is a pampered pet mouse who thinks he's got it made. But when a sewer rat named Sid - the definition of "low life" - comes spewing out of the sink and decides it's his turn to enjoy the lap of luxury, Roddy schemes to rid himself of the pest by luring him into the loo for a dip in the "Whirlpool." Roddy's plan backfires when he inadvertently winds up being the one flushed away into the bustling world down below.

Underground, Roddy discovers a vast metropolis where he meets Rita, a street-wise rat who is on a mission of her own. If Roddy is going to get home, he and Rita will need to escape the clutches of the villainous Toad. Toad, who royally despises all rodents, dispatches two hapless henchrats, Spike and Whitey, as well as his cousin - that dreaded mercenary, Le Frog - to see that Roddy and Rita are iced... literally.



Setup

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Flushed Away Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The Title Screen will appear (if you don't see it, begin again at step 1).

WARNING: Rapidly switching the POWER may cause a battery-backed Game Pak to lose your stored information.

Getting Started

Press **START** on the Title Screen to be taken to the Main Menu.

On the Main Menu screen, choose from the available selections by using the +Control Pad to scroll through them and pressing the A Button to make your choice. Pressing the B Button returns you to the Title Screen.

Start Game

Begin your adventure through the world of Flushed Away.

Password

Enter your password to continue your game.

Options

Change the game's options.

Sound

Toggle the game's sound effects and music ON and OFF.

Sound Test

Listen to sound effects and music from the game.

Bonus Code

Enter the Special Bonus Codes to unlock special features!



Flushed Away uses a password feature to allow you to continue your game after turning it off. Simply enter the password given when quitting a game to continue from that area!

Backspace

Remove the last number entered.

Clear All

Remove all numbers entered into the password boxes.

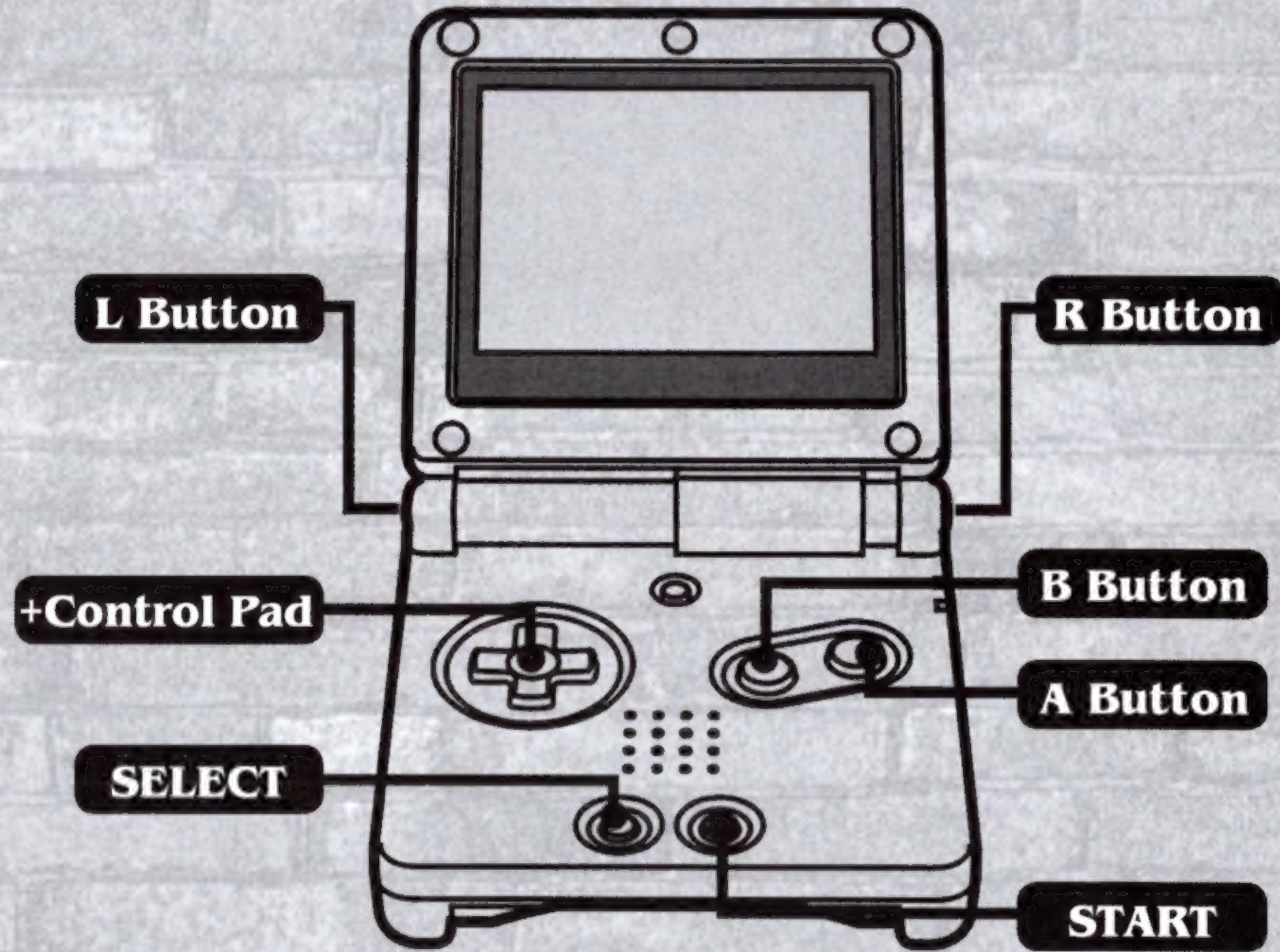
Enter

Submit the password and continue playing.

Exit

Return to the Main Menu.

Game Controls



GENERAL GAME CONTROLS

Walk	Right or Left on the +Control Pad
Run	Double press Right or Left on the +Control Pad
Climb Up	Press Up when you are at a ladder or a ledge
Climb Down	Press Down when you are at a ladder or a ledge
Look Up	Press Up TWICE and hold to make the screen scroll up
Look Down	Press Down TWICE and hold to squat and make the screen scroll down
Crouch / Crawl	On +Control Pad, press diagonally towards either the right or left to crawl on the ground
Jump	A Button
Activate a Lever	B Button when next to a Lever
Attack	B Button
Combo Attack	Press and hold B Button when hitting an enemy
Jump Attack	B Button while Jumping
Dash Attack	B Button while Running
Crouch Attack	B Button while Crouching
Flushed Attack	R Button (when the Flushed Gauge is full)
Pause the Game	START
Not Used	SELECT

JAMMY DODGER CONTROLS

Move	Up, Down, Right or Left on the +Control Pad
Attack Forward	A Button
Attack Backward	B Button
Egg Bomb	R Button (when a Bomb is available)

Character Specific Moves

Each character has a unique attack they can perform when their Flushed Gauge is full:

Roddy

Guitar Ballad - Roddy stops, wields a guitar, and plays a ballad that covers a wide area and hits enemies to the front and rear of him.

Rita

Crayon Barrage - Rita stops, wields a hair clip bow, and shoots several crayons out, hitting the enemies in front of her.

**Tip* Both Roddy and Rita will be invincible while a Flushed Attack occurs. Use this to your advantage during tough fights!*



Gameplay Introduction

① Current Character

This displays the active character.

② Energy Gauge

Shows the amount of energy, or health points, your character has remaining.

The game is over when all the energy is gone. To recover energy, you need to get the red rubies that appear after enemies are broken up.

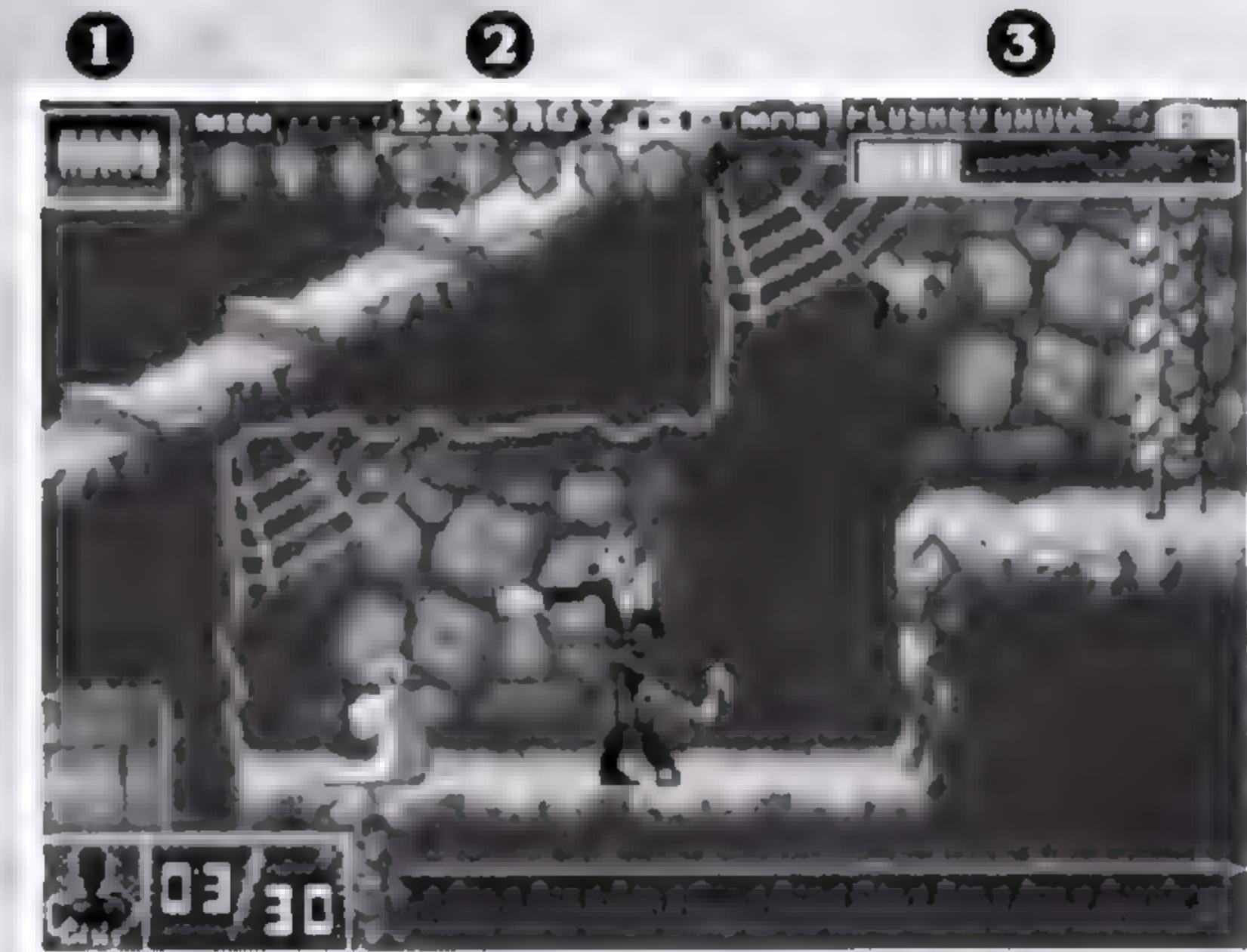
* *Boss Energy Gauge - This gauge will appear when you confront a boss character. The gauge shows how much energy the boss character has remaining.*

③ Flushed Gauge

Press the R Button when the gauge is full to perform Roddy or Rita's Flushed Attack. To make the gauge fill up, you need to get blue ruby items that appear after enemies are defeated.

④ Special Interface

When necessary, this space will be used to show special info.



④



① Character Portrait

This displays the Jammy Dodger.

② Energy Gauge

Shows the amount of energy, or health points, your character has remaining. The game is over when all the energy is gone. To recover energy, you need to get the red rubies that appear after Energy Barrels are destroyed.

③ Bomb Gauge

Press the R Button when a egg bomb is available to launch a massive egg attack! To make the gauge fill up, you need to get blue rubies that appear after Bomb Barrels are broken up.

④ Progress Bar

This shows your progression through the level. The level will be over when reaching the end.

Pause Menu

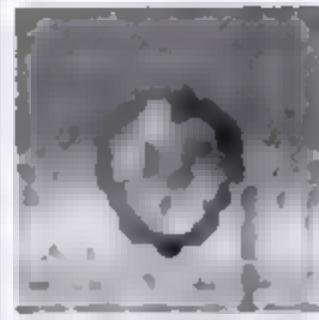
During gameplay, press START to bring up the Pause Menu. Here, you can choose from one of two choices:

- **Continue**
Return to the game.
- **Quit**
Obtain the password for the level and quit the game.

Continue Screen

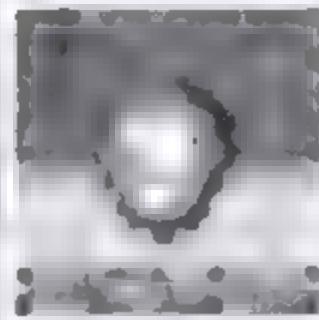
When you lose all your Energy, you are taken to the Continue Screen. Choosing YES will allow you to continue from where you left off, while choosing NO will take you to the Password Screen where you will get the password for that level.

Gameplay Items



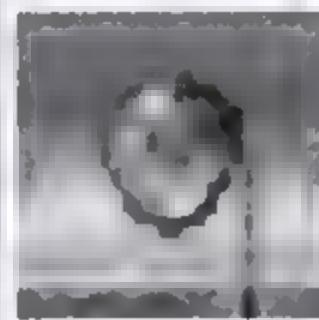
Rubies

Collecting these give you health or Flushed Gauge bonuses. Rubies appear when enemies are defeated.



Small Red Ruby – Fills your Energy Gauge by 1

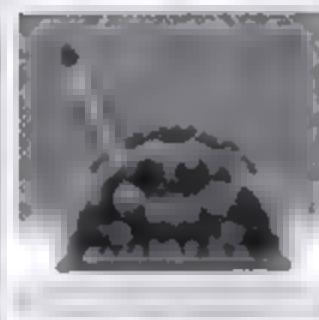
Large Red Ruby – Fills your Energy Gauge by 5



Small Blue Ruby – Fills your Flushed Gauge by 5

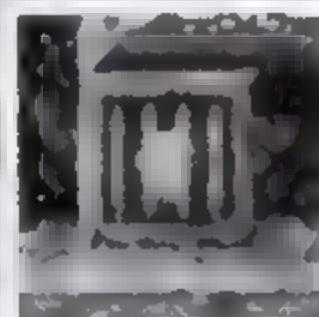
Large Blue Ruby – Fills your Flushed Gauge by 15

* *Different colored enemies drop different colored rubies! Use this to your advantage!*



Lever/Switch

Activate Switches to open sliding doors



Health Crate

Break these crates to get the Large Red Ruby inside!

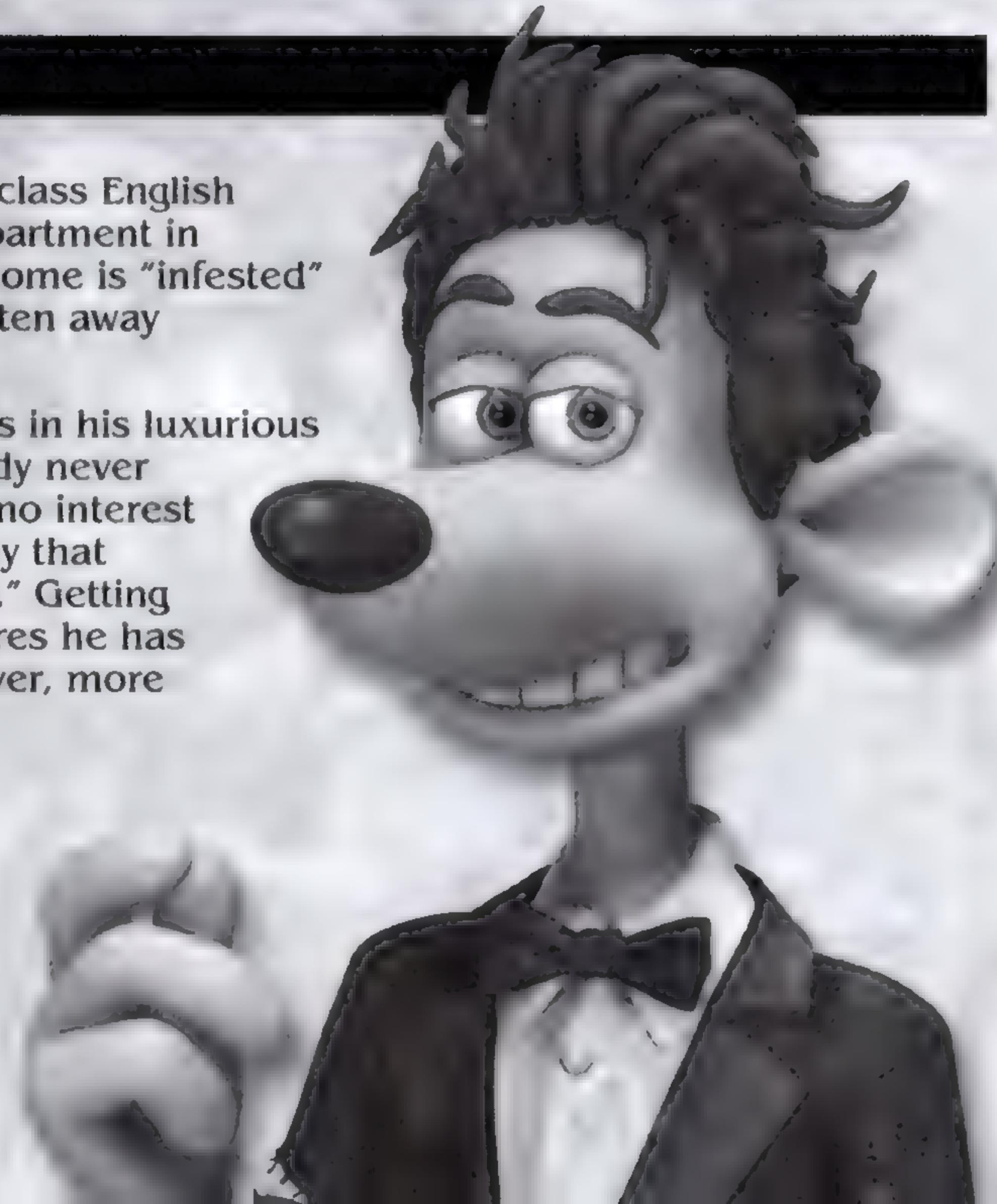
Characters

RODDY

Roderick St. James is a cultured, upper class English rat who lives in an elegant penthouse apartment in Kensington, London. Unfortunately his home is "infested" with humans but fortunately, they are often away on Holiday.

Roddy thinks he has everything he needs in his luxurious home: fine wines and fine cheeses. Roddy never ventures into the outside world. He has no interest in dealing with the chaos and uncertainty that lies beyond his safe and secure "bubble." Getting flushed down the toilet and the adventures he has in the sewer transform Roddy into a braver, more adventurous rat.

Fighting Style – English Boxing



RITA



Rita is the complete opposite of Roddy. She's uncouth, wild, reckless, adventurous and independent. Rita lives for the moment and believes that taking risks is an essential part of life.

Rita comes from a large family. Her Mum had 37 kids by the time she was 10 months old. There's no way that is going to happen to Rita. She's going to live an independent life with her best friend - her boat, the Jammy Dodger. She dreams that one day she will sail the little boat out across the English Channel to see the drains of Europe.

Through meeting Roddy, she comes to learn that she can share her life and adventures without giving up her independence.

Fighting Style – Street Fighting

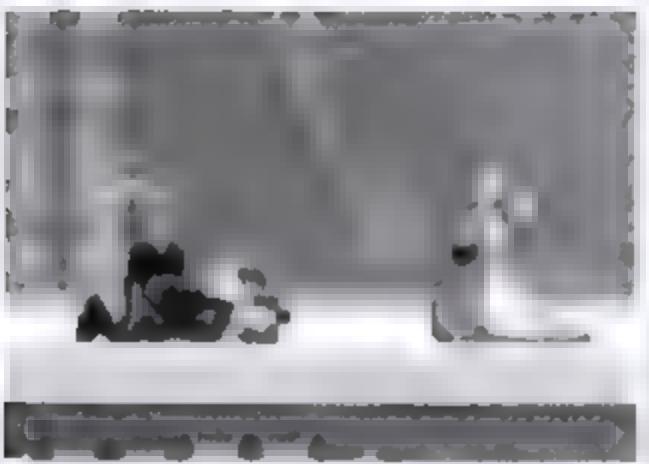
JAMMY DODGER



The eclectic ship created from miscellaneous items from the surface world. Rugged and adaptable, the ship is Rita's faithful 'ol mate in every situation.

Fighting Style – Shoots trash to the front and rear

Enemies



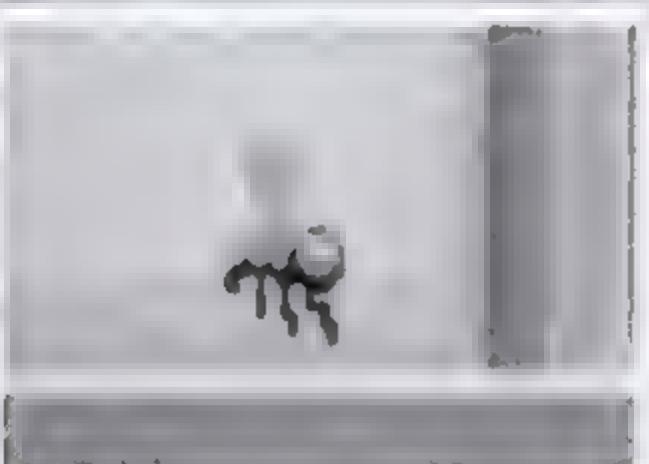
Slugs

These are the most basic enemies Rita and Roddy will encounter. They do a close range attack and fire their slime from a distance.



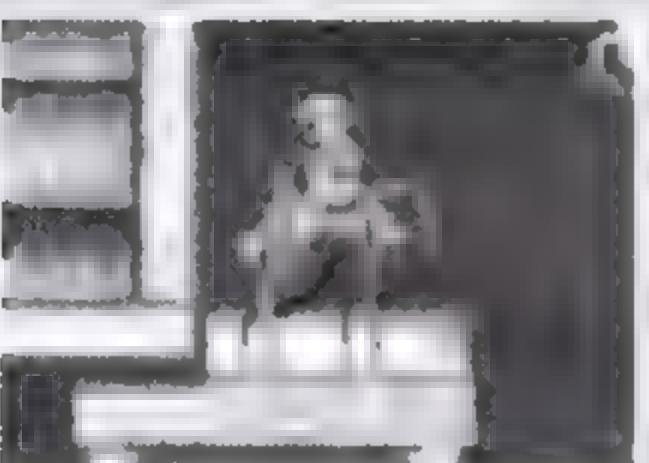
Roach

These “wild” cockroaches are faster than your average household cockroach. They do a short and long range attack.



Flies

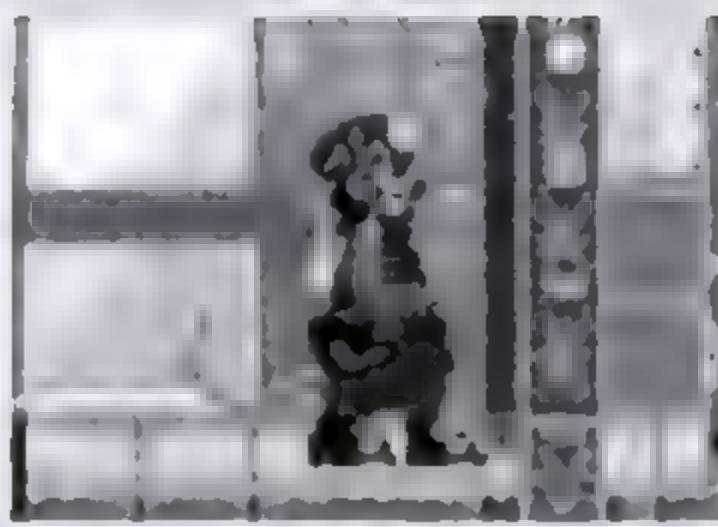
These harmless enemies annoy the player by buzzing around their heads. Knock them down to defeat them!



Baby Spiders

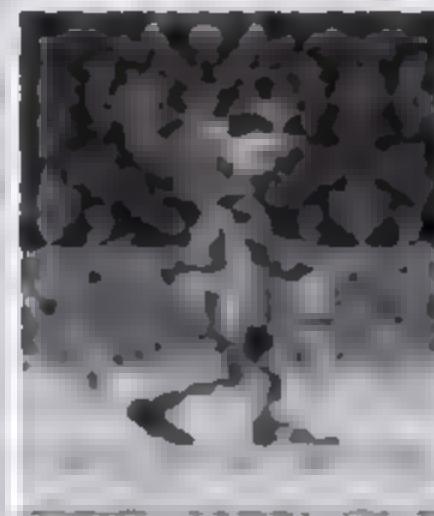
Arachne’s children. These small spiders swarm around the player, trying to stop them from collecting flies. They do short, long range, and projectile attacks.

Rats!



There are all types of Rats down in the underground world and some of them are out to get you! The Flabby attack you by charging and using their dual straw shooters. Bobby Rats also have straw shooters, but prefer to use their keys in a tight pinch. Thug Rats, which make up the rank and file of The Toad's army aren't tough to beat, but they never seem to stop coming!

The Toad's Lesser Henchmen



This trio consisting of Fat Barry, Thimblenose Ted and Ladykiller find they are responsible mostly for performing The Toad's most mundane tasks. Fat Barry is the sloppy rotund member of the trio who loves to eat. Thimblenose Ted's name comes from him falling prey to a rat trap laced with a delectable piece of Muenster. Ladykiller, clearly the sharpest dresser of the bunch, uses his charisma whenever possible to advance the needs of the trio.

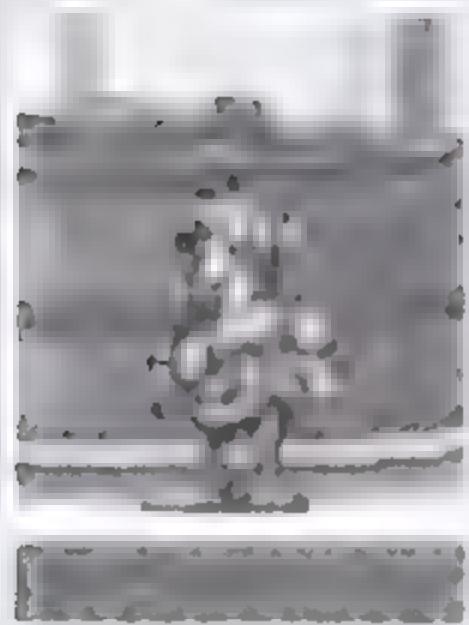
Le Frog's Henchmen



These guys are like a powered-up version of the Henchrats. They do kung-fu attacks with frog-like style.

* *The color of the enemy shows what kind of Ruby will be dropped. Red enemies will drop Red Rubles and Blue enemies will drop Blue Rubles! Use this to your advantage.*

BOSS Enemies



Sid

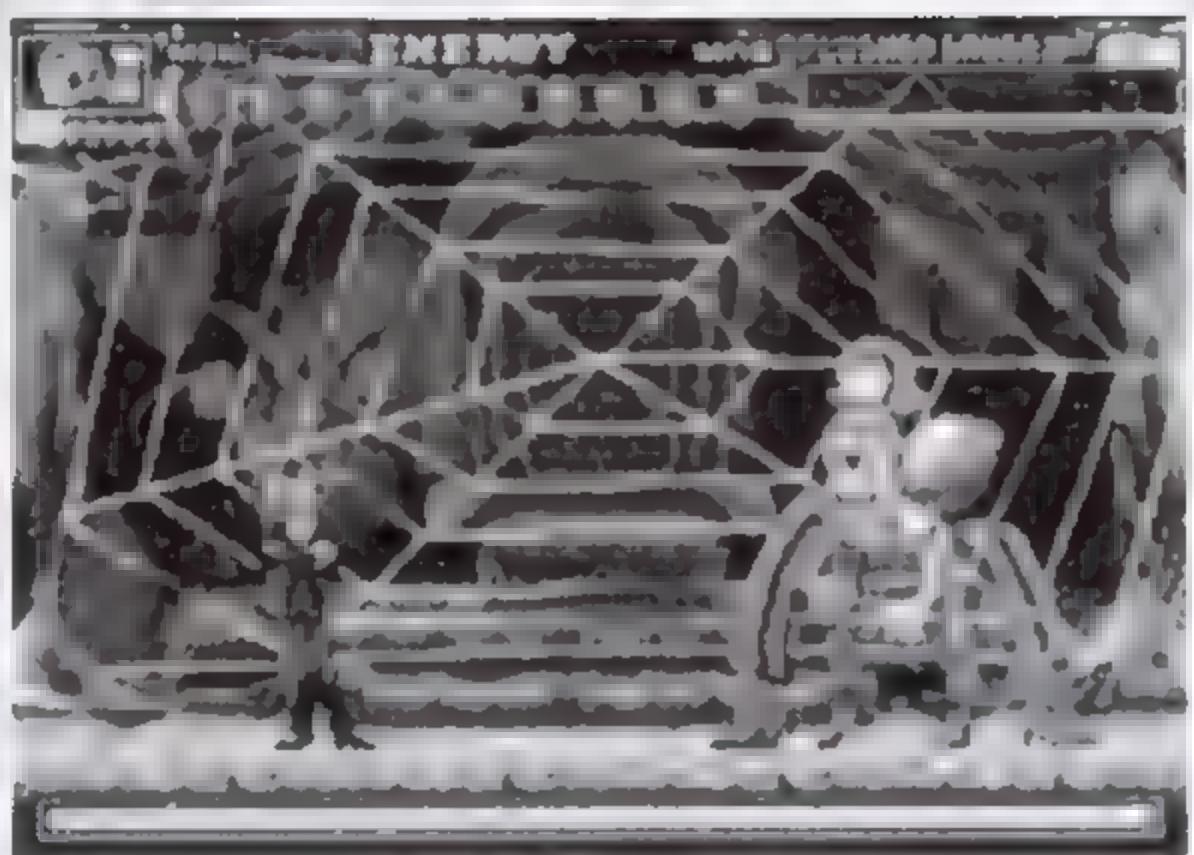
Sid is a big, enthusiastic, vulgar sewer rat who arrives in Roddy's apartment when he is blown up through the pipes by a burst sewer main. Roddy's place is like heaven to Sid – all the food you can eat and a big telly to watch the World Cup Final on. With Roddy gone Sid takes over Roddy's life taking the phrase "all the money and no taste" to new extremes.



Whitey & Spike

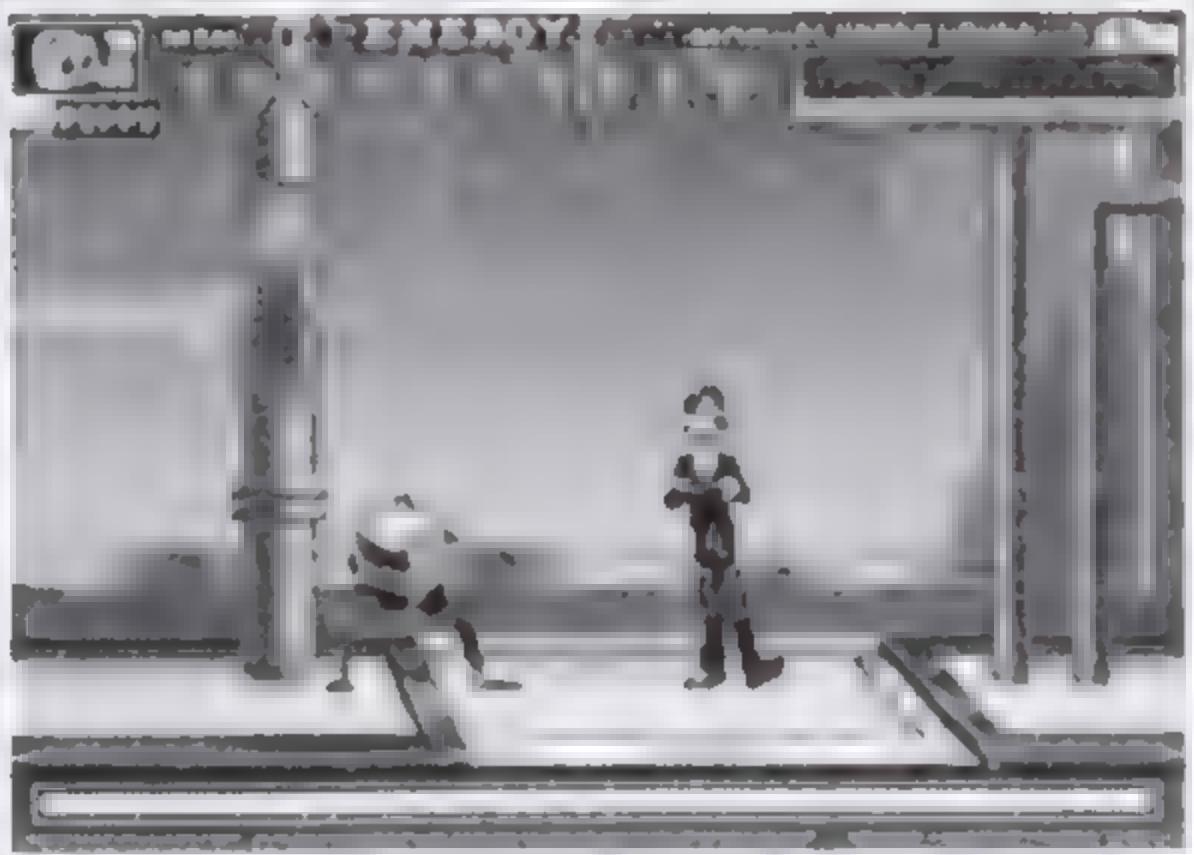
Whitey is older than Spike. He's an albino ex-laboratory rat. He had one too many "shampoos" up in the laboratory which left him completely unfocused on doing bad deeds. He adds to Spike's misery by undermining him and not acting like a proper hitman.

Spike has elected himself as the Toad's chief hench-rat. This is his first job as a bad guy. He tries really, really hard to act like a ruthless cold blooded killer, but in reality, he still lives with his mum and his middle name is Lesley. He desperately overcompensates for these shortcomings but his over-zealous approach to his work always insures a sticky end for him.



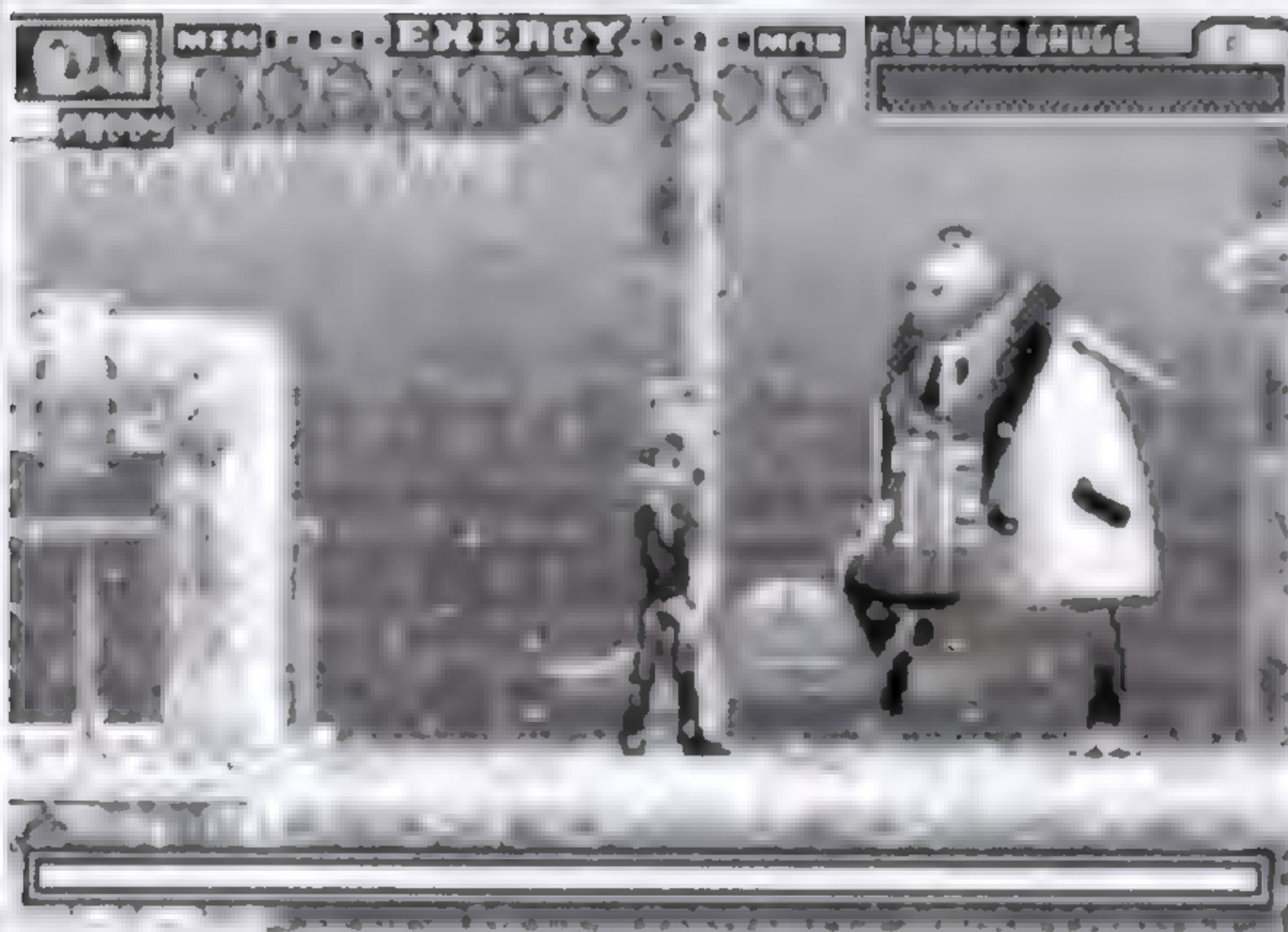
Arachne

Being a caring mother and the most poisonous spider in the world is all in a day's work for Arachne. This Brazilian Wandering Spider was transplanted from her festive homeland to the sewers of London, but she's made a home here. Now she just looks forward to sitting down to a hot meal consisting of our heroes.



Le Frog

Le Frog is the Toad's mercenary French cousin. He and his gang of vicious hench frogs will kill for a price, but not before they've had a proper 3-course lunch. Le Frog approaches his uptight English relative with a mixture of insouciance and disdain. He thinks his cousin's rodent hating obsession is very unhealthy. Despite Le Frog and his gang's vicious demeanor they are more comic than deadly (being funny little rubbery fellows after all).



The Toad

The Toad is a pompous, well dressed, aristocratic amphibian who lives in the sewer. He sees himself as a man of culture like Noel Coward, but everyone sees him as Jabba the Hutt. He didn't start out life in the sewer. He used to be the Prince's favorite pet. But the young Prince's head was turned when he was given a pet rat for his birthday. While the Prince wasn't looking the Toad was flushed down the toilet by a palace flunky.

Now the Toad hates all rats. This hatred motivates his diabolical plan for the sewer – to wash away all of the rats in a Great Flood and repopulate the sewer with an army of tadpoles.

Credits

DREAMWORKS ANIMATION

AARDMAN ANIMATION

Karan Barnash

David Bowers

Rachael Carpenter

Jennifer Caruso

Sean Clarke

Paul Elliott

Sam Fell

Andrea Frechette

Anne Globe

Rene Harnois

Jess Houston

Peter Lord

Meaghan Nix

Rick Rekedal

DEVELOPED BY ALTRON

Executive Producer

Masao Kuwabara

Producer & Project Manager

Yusuke Sato

Programmers

Masahiro Sato

Shimpel Miura

Mai Kiroba

Graphic Designers

Yusuke Sato

Wataru Akaogi

Takehito Yamada

Katsuhiro Hayashi

Yuki Hagino

Sound Artist

Tomoyoshi Sato

D3PUBLISHER OF AMERICA, INC.

Producer

Brian Etheridge

Senior Producer

Steve Baldoni

Manager of Support Services

Michael Greene

Senior Tester

Steven J. Kasperek, Jr.

Testers

Juan F. Mireles

Jason Ellis

Jack P. Oakley

Ian Jones

General Office Manager

Jeremy S. Barnes

Vice President of Product Development

Brian Christian

Business and Product Development Coordinator

Keri Lingley

Product Development Coordinator/Translator

Nana Suzuki

Vice President of Marketing

Alison Quirion

Marketing Manager

Tim Blair

Publicity Manager

Tamara Sanderson

Vice President of Sales & Operations

Kim Motika

Associate Operations Manager

Donna Marr

Vice President of Licensing / Business Development

Careen Yapp

Associate Licensing Manager

Adeline Petros

Director Finance / Administrative / Global Planning

Hidetaka Tachibana

Executive Vice President / COO

Yoji Takenaka

President and CEO

Yuji Ito

Special Thanks

Cole Kasperek

Taylor Maurer

Skye Conant and the Los Angeles Athletic Club

TECHNICOLOR INTERACTIVE SERVICES

Director – Localization

Rafael López

Localization Manager

Ivan Glaze

Senior Project Manager

Pam Ferdinand

Customer Support

Everyone at D3Publisher of America, Inc. works hard to make sure that you, our customer, have as much fun playing our products as we had making them. We make every effort to ensure that our products are problem-free. But in the rare instance where something has slipped through our product testing process, we want to get a solution to you as quickly as possible.

At Customer Support, we take support seriously. So, in the unfortunate event that you do encounter a problem with one of our products, please contact us. You will find that the answers to many of your questions are available on our website, including tips and strategies on playing the game. If you cannot find the answer you are looking for, you will not have to make your way through an obstacle course.

Our living, breathing human beings will help you get back to the important things in life... like playing video games.

Website

This is the best place to go for tips and strategies on playing our games!

www.d3publisher.us

Email: support@d3p.us

Phone: (480) 517-4900 Monday – Friday 8am – 5pm MST

D3Publisher Support Services Division

1270 East Broadway Suite 213
Tempe, AZ 85282

Limited Warranty

1. **LIMITED WARRANTY.** D3Publisher of America, Inc. and its parent and affiliates (collectively referred to as "Company") and/or its distributor warrant(s) to the original consumer purchaser of this software product entitled "Flushed Away," which includes computer software and any associated media and/or printed materials (together called "Program"), that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, you may return the Program and all accompanying materials along with your original receipt to the place you obtained it for a full refund or replacement, subject to such retailer's return policy. This warranty is limited to the recording medium containing the Program as originally provided by Company and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.
2. To the maximum extent allowed by law, Company, its licensors and subcontractors do not warrant any connection to, transmission over, or results or use of, any network connection or facilities provided (or failed to be provided) through the Program. You are responsible for assessing your own hardware needs and, if applicable, transmission network needs, and the results to be obtained therefrom. **YOU EXPRESSLY AGREE THAT USE OF THE PROGRAM IS AT YOUR SOLE RISK. THE PROGRAM IS PROVIDED ON AN "AS IS," "AS AVAILABLE" BASIS, UNLESS SUCH WARRANTIES ARE LEGALLY INCAPABLE OF EXCLUSION.** EXCEPT WITH RESPECT TO THE LIMITED CD-ROM WARRANTY AS SET FORTH IN SECTION 1 ABOVE, COMPANY AND ITS LICENSORS DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, AND THOSE ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE, REGARDING THE PROGRAM. COMPANY AND ITS LICENSORS ASSUME NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY YOU, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA, ITEMS OR OTHER MATERIALS FROM DELAYS, NON-DELIVERIES, ERRORS, CAUSED BY COMPANY, ITS LICENSORS, LICENSEE AND/OR SUBCONTRACTORS, OR BY YOUR OWN ERRORS AND/OR OMISSIONS. Company and its licensors make no warranty with respect to any related software or hardware used or provided by Company in connection with the Program except as expressly set forth above.

3. LIMITATION OF LIABILITY. YOU ACKNOWLEDGE AND AGREE THAT COMPANY AND ITS LICENSORS SHALL NOT ASSUME OR HAVE ANY LIABILITY FOR ANY ACTION BY COMPANY OR ITS CONTENT PROVIDERS, OTHER PARTICIPANTS OR OTHER LICENSORS WITH RESPECT TO CONDUCT, COMMUNICATION OR CONTENT OF THE PROGRAM. COMPANY AND ITS LICENSORS SHALL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE, EXEMPLARY, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. EXCEPT AS EXPRESSLY PROVIDED HEREIN, COMPANY'S AND ITS LICENSORS' ENTIRE LIABILITY TO YOU AND YOUR EXCLUSIVE REMEDY FOR ANY BREACH OF THIS WARRANTY IS LIMITED SOLELY TO THE TOTAL AMOUNT PAID BY YOU FOR THE PROGRAM, IF ANY. BECAUSE SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CERTAIN DAMAGES, IN SUCH STATES COMPANY'S AND ITS LICENSORS' LIABILITY IS LIMITED TO THE EXTENT PERMITTED BY LAW.
4. GENERAL PROVISIONS. This warranty shall be governed by the laws of the State of California and the United States without regard to its conflicts of laws rules and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles County, California. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Program. This warranty represents the complete warranty concerning the Program between you and Company.

D3Publisher of America, Inc.

11500 W. Olympic Blvd. Suite 460, Los Angeles, CA 90064 www.d3publisher.us

Flushed Away ©2006 DreamWorks Animation L.L.C. and Aardman Animations Ltd. Flushed Away™ 2006 DreamWorks Animation L.L.C. Game and Software ©2006 D3Publisher, Inc. Published exclusively by D3Publisher, Inc. worldwide. Flushed Away™, and its associated characters and names are trademarks or registered trademarks of DreamWorks Animation L.L.C. and used under license. D3Publisher and its logo are trademarks of D3Publisher, Inc. Developed by Altron Corporation. Altron and its logo are trademarks of Altron Corporation. All rights reserved.



www.flushedaway.com

D3Publisher of America, Inc.
11500 W. Olympic Blvd., Suite 460 Los Angeles, CA 90064.

PRINTED IN USA